

GAME BOY ADVANCE

KONAMI

AGB-BXKE-USA

The background of the cover features a detailed illustration. On the left, a large, dark, bat-like creature with wings spread is shown. On the right, a young woman with long, light-colored hair and a serious expression is depicted. In the center, a large, dark, circular emblem contains a stylized orange and yellow castle silhouette. The title 'Castlevania' is written in a large, ornate, gothic-style font across the middle, with 'Aria of Sorrow' in a smaller, simpler font below it.

# Castlevania®

Aria of Sorrow™

Konami Digital Entertainment - America  
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**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.**

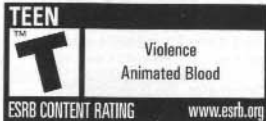
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*The year is 2035. Japan.*

*Crowds of spectators are gathering around in anticipation of the first full solar eclipse of the 21<sup>st</sup> century.*

*My name is Soma Cruz and I am a high school exchange student studying abroad in Japan. I live near the Hakuba Shrine, an ancient shrine with strong ties to Japanese mythology.*

*Mina Hakuba, the only daughter of the shrine's caretaker, is both my classmate and my childhood friend. I started making my way to the shrine to see the solar eclipse with Mina.*

*But, for some strange reason, the stairway leading up to the shrine felt longer than usual, as if something was trying to keep us from our destination. When I finally managed to get through the shrine gate, my senses began to dim.*

*In the distance, the solar eclipse was approaching totality, but the pitch black sun appeared to be trapping chaotic darkness. At that moment, Mina and I were knocked unconscious - only to awaken inside a mysterious castle. Now I must find a way out of this labyrinth and escape safely with my friend.*



I.

### I. STARTING A GAME

Insert the Castlevania®: Aria of Sorrow™ Game Pak into the Game Boy® Advance and turn on the power. Select "GAME START" or "SOUL TRADE" at the Title Screen and press the A Button to confirm the selection.

**GAME START:** Begin a new game or load a previously saved game.

**SOUL TRADE:** Exchange Tactical Souls with other players via the Game Boy® Advance Game Link® Cable (sold separately). See page 14 (TACTICAL SOULS) for more information.



II.

### II. GAME SYSTEM

The castle map and story is gradually revealed as the player (Soma Cruz) explores Dracula's Castle in search of a safe escape route for both you and your childhood friend, Mina Hakuba. Along the way, you'll discover a variety of weapons to use in battle against the hordes of monsters that you'll encounter within the Castle. Additionally, you'll be able to capture and equip yourself with the Souls of the enemies that you defeat in battle, and in doing so, inherit the magical powers and abilities of a wide variety of creatures.



III.

### III. GAME OVER

The game ends when your character's HP falls to zero. Pressing the A Button will return you to the Title Screen.

## SAVING AND LOADING A GAME

The main character in this game gains experience while advancing through the story. It is possible to save a game (character level, experience points, items and game progress) onto the Game Pak. When the game is next played, previously saved data may be loaded and played from the point where the user left off by selecting the save game file from the Select Data screen. A maximum of three save files may be stored on the Game Pak; therefore, up to three players can save their progress using this Game Pak.



I.



II.

### I. SAVE

Games may only be saved permanently when your character is in a Save Room. Pressing up on the Control Pad in front of the statue of Maria will bring up a message asking the player if he/she would like to save. All game progress conditions will be saved.

### II. SLEEP

This game is equipped with a quick save feature for those times when you need to save the game quickly, such as when you are on a train or when something comes up suddenly, but aren't close to a Save Room. The SLEEP option allows the player to save the game anytime and anywhere by selecting SLEEP on the Status Screen, this excludes certain cases, such as during boss battles and during story events. Your game will be saved as "temporary saved game data," which will allow you to continue your game ONCE from the location where you put your game to "sleep."



III.

### III. LOAD

Previously saved games can be continued by selecting the save data file from the Select Data Screen. Games that were saved with the SLEEP option will appear below your permanently saved game. When sleep game data is loaded, the start location will be the last room visited by the player from the previous game. Character level, experience points and items will be restored to their state at the time of the SLEEP save.

**NOTE:** Once sleeping games have been reloaded, they are permanently erased from the game's memory. Always make sure to visit a save room to permanently save the game data. Otherwise, you will lose the sleeping game data if the game is reset or turned off.

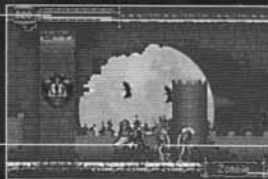
See page 9 for more information on resetting the game.

# GAME SCREEN

## STANDARD GAME SCREEN

Hit Point (Health) Gauge

Player



Magic Point  
(Mental Strength) Gauge

Enemy

Enemy Name / Item Name

## CAPTURED SOUL SCREEN (DISPLAYED ONLY WHEN A NEW SOUL IS CAPTURED)

Player  
Soul Name



Explanation of Soul's power

Red Plate - Bullet Soul  
Blue Plate - Guardian Soul  
Yellow Plate - Enchanted Soul  
Silver Plate - Ability Soul

Note: Refer to Page 14 for more information on Tactical Souls.

# BUTTON CONTROLS

L BUTTON / Use Ability

CONTROL PAD / Movement

START / Status Screen  
SELECT / Map Screen



R BUTTON  
/ Use a GUARDIAN SOUL

A BUTTON / JUMP

B BUTTON / ATTACK

CONTROL PAD  
MOVE PLAYER

CONTROL PAD DOWN-ARROW  
CROUCH

A BUTTON  
JUMP  
(DISTANCE OF JUMP CHANGES DEPENDING  
ON HOW LONG THE BUTTON IS PRESSED)

B BUTTON  
ATTACK WITH CURRENTLY EQUIPPED WEAPON

L BUTTON  
USE ABILITY  
(LIMITED TO CERTAIN ABILITIES)

R BUTTON  
INVOKES A GUARDIAN SOUL  
(SET USING A BLUE SOUL)

START  
DISPLAY STATUS SCREEN

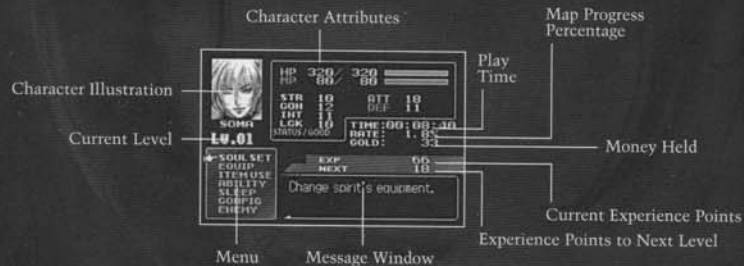
SELECT  
DISPLAY MAP SCREEN

CONTROL PAD UP-ARROW + B BUTTON  
BULLET SOUL ATTACK  
(SET USING A RED SOUL)

CONTROL PAD DOWN-ARROW + A BUTTON  
JUMP DOWN WHEN FLOOR IS THIN/SLIDE  
(AFTER OBTAINING ABILITY)

NOTE: YOU CAN RESET THE GAME SOFTWARE BY PRESSING  
AND HOLDING DOWN A BUTTON + B BUTTON + START + SELECT SIMULTANEOUSLY.

Enter the Status Screen by pressing START on the Game Screen. Various information, including player parameters, money in possession and experience points can be examined on this screen. Make selections with the Control Pad. Select with the A Button and cancel using the B Button.



**HP:** "Hit Points" are a measure of your character's HEALTH. HP may be restored by some items. HP are fully restored in the Save Room.

**MP:** "Magic Points" are a measure of your character's MENTAL ENERGY. MP may be restored by some items. Even without the use of an MP-restoring item, MP are replenished automatically at a slow rate. The HEARTS that come out of CANDLES also restore MP. MP are fully restored in the Save Room.

**STR:** A numerical rating of your character's PHYSICAL STRENGTH. This attribute influences your Attacking Strength.

**CON:** A numerical rating of your character's CONSTITUTION. This attribute influences your Defending Strength.

**INT:** A numerical rating of your character's INTELLIGENCE. This attribute influences your Magical Attack Strength.

**LCK:** A numerical rating of your character's LUCK.

**ATT:** Attacking Strength (with a weapon)

**DEF:** Defending Strength

**STATUS:** An indication of your character's body status. Body status is rated according to the following categories:

**GOOD:** Your character's body is functioning normally.

**POISON:** Your character's body is POISONED, resulting in decreased body functionality. POISON may be neutralized by the use of an ANTIDOTE. Without an antidote, the effects of POISON will disappear automatically after a period of time.

**CURSE:** Your character's body is CURSED, resulting in a decrease of MP. Using UNCURE will dispel a CURSE, but even without "uncurse," the effects of a CURSE will disappear automatically after a period of time.

**STONE:** Your character's body has been TURNED TO STONE and is unable to move. Escape this condition by pressing buttons rapidly.





I.

**I. SOUL SET:** Allows you to select/equip the **TACTICAL SOULS** you've acquired. This setting applies only to **BULLET**, **GUARDIAN** and **ENCHANTED SOULS**.



II.

**II.** The icon on the left depicts the rate of MP consumed by the use of a soul's magic. Souls consume MP at different rates, depending on the nature of the magical effect they generate.



III.

**III.** For Example, "5 / TIME" means that this soul's magic will consume 5 MP each time the stated duration of TIME elapses. Be aware of a soul's MP consumption before using it during battle.

See page 14 (TACTICAL SOULS) for more information.



IV.

**IV. EQUIP:** Allows you to change currently equipped/possessed weapons, armor and accessories. Equipment items increase the effectiveness of weapons and armor. Some items may bestow strange powers upon your character, so it's wise to gather and test as many items as you can. Equipment items may also be dropped on the floor of a room of picked up from the bodies of slain opponents.

You may possess up to 9 items of the same item type.



V.

**V. ITEM USE:** Allows you to use and confirm the number of expendable items, such as HP/MP recovery items, in the player's possession. Consumable items may be used only once before they disappear. You may possess up to 9 items of the same item type.



VI.

**VI. ABILITY:** Allows you to switch abilities you've learned from Ability Souls ON or OFF. Abilities are activated the moment an Ability Soul is captured. Ability Souls require no MP to power them and continually affect your character unless they are turned OFF via this option.



VII.

**VII. SLEEP:** Quickly save your game and quit without using a Save Room. Current game progress is temporarily saved in the last room visited. See page 6 (Saving and Loading) for a more detailed description on the SLEEP function.



VIII.

**VIII. CONFIG:** Change button configurations.



IX.

**IX. ENEMY:** Review stats and profile information on enemies defeated throughout the game. Pressing the A Button will reveal detailed information on a selected monster, such as attributes, weaknesses, drop items, and indicate whether or not you have succeeded in capturing that monster's soul (acquired souls will also be listed in bold font on the main enemy listings page). You can view a soul's effect on your character by pressing down on the Control Pad. Enemy listings will not appear in this section until they are discovered and defeated.



SWORD



FLAME



WATER



LIGHTENING



DARKNESS



HOLY



POISON



CURSE



STONE



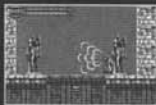
*Tactical Souls are the magical spirits of those creatures that inhabit Dracula's Castle. Your character, Soma Cruz, has the power to capture these souls and, in doing so, gain a wide variety of special powers and abilities. Soma is able to take possession of Tactical Souls after he defeats an opponent in battle and captures its tactical soul or when one of the "Soul-Keepers" found on the Map is destroyed.*

*There are four major classes of Tactical Souls:*



### BULLET SOULS (RED)

*BULLET SOULS consume your MP while firing single-burst attacks. Attack using BULLET SOULS by pressing Control Pad Up-Arrow + B Button*



### GUARDIAN SOULS (BLUE)

*GUARDIAN SOULS consume your MP while generating a continual magical effect until the MP gauge diminishes to zero. Use GUARDIAN SOULS by pressing the R Button. The operation of GUARDIAN SOULS will vary with the type of magical effect they generate. The two methods of operating GUARDIAN SOULS are as follows:*

- Pressing the R Button will START/STOP magical effects.
- Holding the R Button will generate a magical effect that gradually grows in intensity.



### ENCHANTED SOULS (YELLOW)

*ENCHANTED SOULS produce a continuous effect on your character's body and do not consume MP.*

*ENCHANTED SOULS remain active until they are disabled or changed in the SOUL SET menu accessible from the Status Screen.*



### ABILITY SOULS (SILVER)

*ABILITY SOULS grant your character the knowledge of a special ability and do not consume MP.*

*The moment an Ability Soul is acquired, its corresponding ability affects your character immediately. Use the ABILITY menu accessible from the Status Screen to turn an acquired Ability Soul ON or OFF.*



*NOTE: Refer to 13 for more information on Abilities.*



Though Tactical Souls are acquired by defeating opponents in battle, there's no guarantee that you'll be able to steal a Soul from each and every monster you've beaten. The stronger the powers of a Soul, the more difficult it will be to obtain it for your character. Make several attempts to capture the enemy Soul and, if that doesn't work, hunt down other monsters and try to capture their souls.

Also, even the weakest monster could possess a Tactical Soul with great powers. Each time that you succeed in capturing a Soul, make sure to experiment with its abilities and test its limitations – you may be surprised by the results. Many of the Ability Souls are scattered throughout the Castle map by the Soul-Keeper. Rarely, a monster may drop an Ability Soul.

If you are still missing some Tactical Souls, you can trade acquired souls with friends using the Game Boy® Advance Game Link® Cable (sold separately). See page 17 (SOUL TRADE) for more information.

The SOUL TRADE feature allows you to exchange the Souls you have acquired with other players through a Game Boy® Advance Game Link® Cable (sold separately). Two Game Boy® Advance systems and two Castlevania®: Aria of Sorrow™ Game Paks are necessary to use this feature. Before you can trade souls, you must configure the Game Boy® Advance Game Link® Cable.

#### Connecting The Game Boy® Advance Game Link® Cable

##### What to Prepare

- Game Boy® Advance (2)
- "Castlevania® Aria of Sorrow™" Game Pak (2)
- Game Boy® Advance Game Link® Cable (1)

##### Connecting

- Confirm that both systems are switched OFF and set a Game Pak into each one.
- Connect the Game Boy® Advance Game Link® Cable to the external expansion-connectors of each system.
- Switch both systems ON.

##### Cautions for Linked Play

In the following circumstances, the link may fail or malfunction.

- A cable other than the Game Boy® Advance Game Link® Cable is used.
- The Game Boy® Advance Game Link® Cable is not inserted completely.
- The Game Boy® Advance Game Link® Cable is disconnected during play.
- The Game Boy® Advance Game Link® Cable is disconnected from the box.
- More than 2 Game Boy® Advance systems are connected.

## PREPARING TO SOUL TRADE

I. Select SOUL TRADE from the Title Screen.



I.

II. Select a saved game from the Select Data Screen. Detailed descriptions of each saved game will appear in a box on the right side of the screen. Choose the saved game you would like to use for your Soul Trade and then press the A Button.



II.

III. The Soul Trade Menu Screen will appear. A box on the right side of the screen will display the Souls you possess. Select the Souls you wish to trade and press the A Button. The names of the traded Souls will appear in a box on the left side of the screen. Your Souls will be listed in the upper portion of the box and your companion's Souls should appear in the lower portion.



III.

IV. When both you and your friend have completed your Soul selections, select OK to complete the Soul Trade. You will then return to the Select Data Screen.



IV A.



IV B.

When you create a copy of a Saved Game, the Souls contained in that file become linked to both the original and copied versions of the Saved Game. When you conduct a Soul Trade with a Saved Game or with copied files of a Saved Game, the Soul Trade system will combine those saved games into a single source for the purpose of the Soul Trade. In other words, a traded Soul will disappear from not only the original Saved Game, but from every copy of that Saved Game as well. Additionally, the Souls that you receive through a Soul Trade will only be usable in the Saved Game that you elected to use in the Soul Trade. Be careful that you do not accidentally trade a Soul you want to keep.

Once you begin to play a copy of a Saved Game and you acquire new Souls, the newly captured Souls will become original Souls within that copied data and not subject to the limitations mentioned previously. Only Souls that were copied in conjunction with a Saved Game file will become linked to the original Saved Game file from which it was duplicated.

For more information, see page 14 (TACTICAL SOULS) and page 17 (SOUL TRADE).

**SOMA CRUZ**

Age: 18 years old

A high-school student living in the town of Hakuba and the hero of this game. He possesses a strangely daunting presence and people find him distant and difficult to approach. On the evening of the 2035 A.D. solar eclipse, Soma sets off for the Shrine of the White Horse. The Shrine is located on a hilltop and is attached to the house of his friend Mina. Soma and Mina look forward to watching this rare astral event from the high-altitude view of the Shrine, but something unexpected happens and they are knocked unconscious.

**MINA HAKUBA**

Age: 18 years old

The only daughter of the Shrine's caretaker and head priest. A childhood friend of Soma's, Mina is extremely friendly and well liked by everyone she encounters. Though Soma has quite an intimidating personality, she gets along with him comfortably.

**GRAHAM JONES**

Age: 36 years old

The founder of a new religious sect with hordes of devout followers. Born on the 7th month of the year 1999, Graham is rumored to possess magical powers. He gains converts by preaching that the apocalyptic prophecies that were so popular at the end of the last century will come to pass in the year 2035 A.D.

**YOKO BELNADES**

Age: 24 years old

Descendant from a long line of witches employed by the Church. Talkative and quite nosy, she has been sent by the Church to investigate the prophecy of Dracula's resurrection. She is acquainted with Genya Arikado.

**GENYA ARIKADO**

Age: Unknown

An extremely cold man with an inhumanly attractive face. Mr. Arikado always wears a dark suit and is said to belong to a shadowy organization somehow related to national security. He is familiar with the prophecy of Dracula's resurrection.



J

Age: 55 years old

Suffers from amnesia that was triggered by a traumatic incident he experienced in 1999. J possesses amazing powers of magic and is extremely fearful of the resurrection of Dracula.

**HAMMER**

Age: 34 years old

A soldier dispatched by the army to investigate Hakuba Shrine. Possesses an extremely rough personality and he only works when he feels like it. Hammer has always wanted to retire from the army and open his own business.

I. When you find it difficult to advance further in the game, return to the castle entrance and try talking to Mina who awaits you there. She might be able to offer you guidance. Just remember you're not in this alone.

II. Though a weapon may be powerful, that doesn't necessarily make it good for every battle. Weapons differ in attributes, timing, and reach. Experiment with a variety of weapons against opponents to determine the best weapon for any given situation.

III. You'll find that some Souls are quite difficult to capture. When you absolutely must have a certain Soul, use the SOUL TRADE feature. With a Game Boy® Advance Game Link® Cable (sold separately), you can exchange Souls with your friends. As you collect more Souls and abilities, your dream of winning the game may become a reality.

IV. While warping, you have the ability to choose your own destination. Since the castle is quite large, take full advantage of warping to reach your desired destination easier. Remember that the ability to guide yourself is a great one.

VI. Use Tactical Souls to your advantage, utilizing them strategically or defensively to defeat enemies that are difficult to battle with standard weapons.

VII. The game is set in an immense castle. Keep checking the map by using SELECT as you search every corner. Thorough investigation is bound to turn up secret items hidden within the castle walls!

VIII. So you've managed to finish the game! Unless you are satisfied with the way things turned out, the game is not over yet. Choose a different path the next time around, as there is more than one ending to this game.

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